

SCHOLASTIC

FAMILY SOFTWARE

CATALOGUE

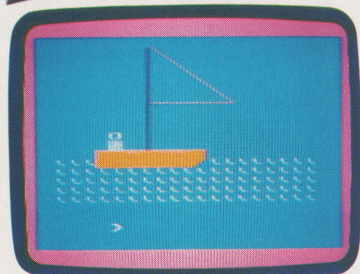
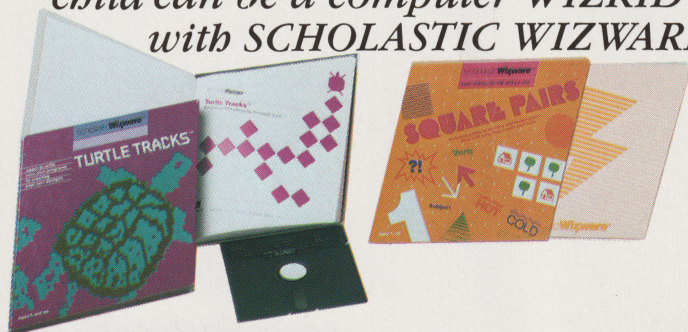
FREE
COMPUTER
DICTIONARY
*With Your
Order*

FUN & LEARNING SOFTWARE FOR
apple computers

SCHOLASTIC Wizware™

For over 60 years Scholastic has been the leader in creating materials that children love and love to learn from.

*SCHOLASTIC WIZWARE is all-new, state-of-the-art computer software for the home with brilliant graphics and the kind of high-quality content Scholastic has come to be known for. Your child can be a computer WIZKID—
with SCHOLASTIC WIZWARE!*



TURTLE TRACKS

Team up with a talented and unusual creature—the turtle. This turtle lives inside your Apple computer and he paints, draws and sings with great ability.

Children can turn their imaginations loose as they paint a tropical island sunset, or compose a hard-driving rock song. All of these projects can be stored in the memory and called up later. And as they pursue these activities, they'll be picking up another valuable skill—computer programming.

For ages 8–12
Required Memory: 48(K) Disk
Item No: 102 Price: \$39.95

Graphics created with Penguin Software's Graphic Magician.



SQUARE PAIRS

SQUARE PAIRS is a Concentration-style matching game for the microcomputer. Up to four players can take part and the computer plays too!

By matching numbers, words and patterns, the child becomes familiar with logical concepts and strengthens his skills in these areas.

Perhaps the most fun of all, is the GAMEMAKER feature that allows the player to create as many games as he likes, save them and play them anytime.

For ages 5–8
Memory required: 48(K) Disk
Item No: 101 Price: \$39.95



THE SCHOLASTIC FAMILY SOFTWARE CATALOG

1290 Wall St. W. Box 645
Lyndhurst, New Jersey 07071-9986

YOUR CHILD AND YOUR COMPUTER: JUST WATCH WHAT THEY CAN DO!

Dear Parent:

"If you need any help with your computer, just ask your child." How many times have you heard this said by parents of computer-age children? And there's a lot of truth behind the humor in this comment. Children today are often introduced to computers as soon as they start school...and they take to these machines with an ease and aptitude that often amazes adults.

Have you ever observed your child with your computer? Most kids just love to spend time with these fascinating machines, whether they're using the computer to create graphics, run a program, or play fast-paced, challenging games.

But you purchased your home computer because you know that it's much more than an elaborate game machine. It's also one of the most valuable and creative learning tools that your family could ever have. Right there, in your home, is an interactive "teacher" that your child loves to learn from. Computing is challenging...fun...and computer literacy is a necessary skill in this age of electronic communication.

Here at SCHOLASTIC, we want to help you and your child get the most out of that computer-teacher in your home. That's why we're bringing you this catalogue of family fun and learning software -- the first ever -- for your Apple.

CAREFULLY TESTED PROGRAMS THAT CHILDREN LOVE

As a parent, you know that children don't always take to "educational" things unless they're irresistible. So all the software programs that we selected for this catalogue have been carefully tested, both for their educational value and appeal to children. SCHOLASTIC's editors have combed through every fun-and-learning program available in the Apple format, and have come up with a selection that is based on quality and suitability for children and families. Further evaluation and approval was provided by the Microcomputer Resource Center, Teacher's College, Columbia University.

Since you probably enjoyed SCHOLASTIC books and magazines when you went to school, you know that SCHOLASTIC has had years of

experience at choosing and creating the best materials for young learners. So you can rest assured that our Family Software Catalogue was created in the same tradition of excellence.

THE SCHOLASTIC SOFTWARE GUARANTEE

Because SCHOLASTIC is a name you know and trust, you can be sure that we're committed to providing you with the right software for your family. That's why we invite you to try all the programs offered here at no risk to you. We guarantee that if you are not completely satisfied with your order for any reason, you may return it for a full refund.

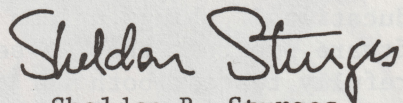
You can order from SCHOLASTIC quickly and easily, with your credit card, by simply calling our toll-free number - (800) 631-1575. And, with your order, we will also send you information about the SCHOLASTIC SOFTWARE ADVICE LINE -- an 800-number that will provide you with follow-up help and advice on all software purchased from this catalogue.

BOOKS AND SOFTWARE FOR EVERYONE IN THE FAMILY

Because computing is a family activity, you'll find computer books and software here that will appeal to all ages and interests -- from SQUARE PAIRS for 5 - 8 year olds (p. 2), to our special 2-for-1 VISICALC and VISIFILE offer for adults (p. 24). THE BANK STREET WRITER (p. 28) is a simple word processor designed for children that adults have taken to using, too. And THE SCHOLASTIC MICROZINE is a unique new magazine on a computer disk that you can receive regularly at home (pp.26-27). Of course, no catalogue would be complete without a selection of games -- not the shoot-em-up type, but those that reinforce skills as they entertain (pp. 16-19).

All this -- plus graphics packages, utility programs, books, accessories, and more -- are here for convenient, reliable, one-stop shopping in the first catalogue ever designed expressly for you, the computer-owning family. We look forward to hearing from you.

Sincerely yours,

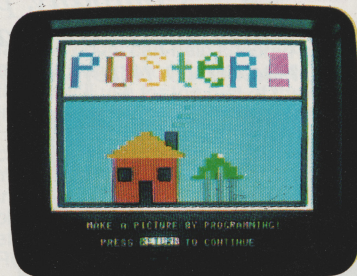


Sheldon B. Sturges
Scholastic, Inc.

P.S. Don't forget -- if your order totals \$50.00 or more, we'll include a FREE BONUS -- THE ILLUSTRATED COMPUTER DICTIONARY, an absolute must for the computer owner, and our FREE gift to you.

THE SCHOLASTIC Microzine

Experience an exciting new concept—
an interactive magazine on a micro-
computer disk!



The SCHOLASTIC MICROZINE brings you four outstanding full-length computer programs with the timeliness and variety of a magazine, the graphic potential and interactive power of a computer.

The premier MICROZINE disk brings you:

- **POSTER**—A simple programming language that enables you to create and save brilliant poster designs with a computerized paintbrush.
- **SECRET FILES**—A reusable utility program that introduces your child to a powerful but simplified electronic filing system. The user can

organize everything from school projects to favorite movies!

- **ASK ME**—An interactive interview where you can choose the questions you wish to ask the popular young actor, Robert Macnaughton, who played Elliott's older brother in E.T.
- **TWISTAPLOT™**—The adventure series where you decide how the story develops, by choosing from courses of action at every turn. The first TWISTAPLOT™ adventure? A thrilling haunted house story!

With first-rate programming content, beautiful color graphics that form before your eyes, and unique



sound effects, the SCHOLASTIC MICROZINE is better, more exciting, and more fun than any magazine—or computer software—you've ever seen. And each MICROZINE feature has been carefully designed by Scholastic's experienced editors to reinforce the critical reasoning, problem solving and programming skills that form the foundations of computer literacy. With the MICROZINE fun and learning are guaranteed.

For ages 9-13

Memory required: 48(K) Disk

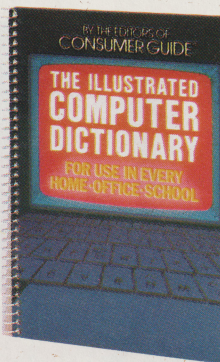
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Price: \$29.95

SPECIAL! SAVE \$10.00

Subscribe to THE MICROZINE for one year and **save money!** See insert ad between pp. 26-27.

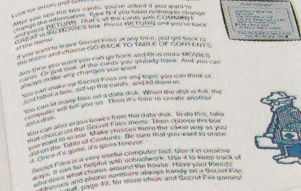
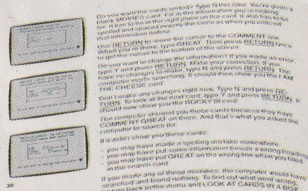
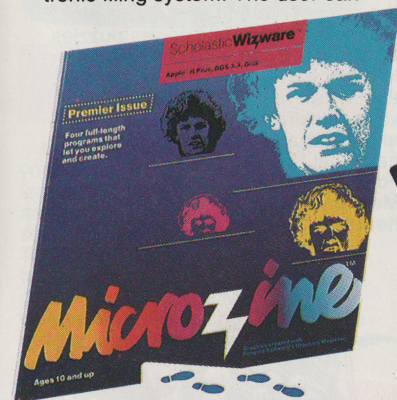
YOUR FREE BONUS
With Any Order of
\$50.00 Or More

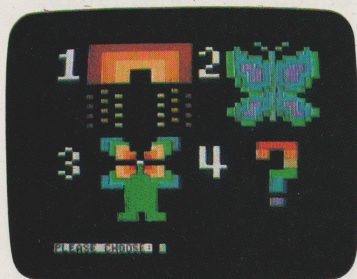


**THE ILLUSTRATED
COMPUTER
DICTIONARY**

**THE ILLUSTRATED COMPUTER
DICTIONARY**
For Use in Every Home-Office-
School by the Editors of CON-
SUMER GUIDE

RAM, ROM, OPCODE, CAI—over 1,000 computer terms at your fingertips! This comprehensive, handy reference book is a must for personal computer owners. Complete with tables, charts, and helpful illustrations, this \$6.95 value can be yours—FREE—when you order totals \$50.00 or more!





JUGGLES' RAINBOW

JUGGLES' RAINBOW is for young children who want to use a computer before they can read. A blue strip is provided with which you can divide the keyboard into two parts. Your child need only press any key above or below the strip, to operate the game!

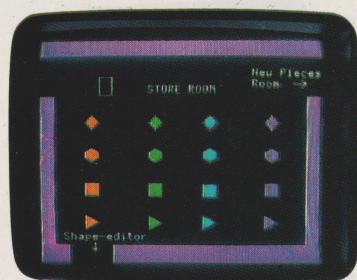
Juggles the clown leads an assortment of beautifully colored games to teach your child the meaning of "above" and "below", "left" and "right", letters of the alphabet, and other spatial learning games. Picture clues let children work alone or with friends while melodies play and patterns appear. JUGGLES' RAINBOW was awarded a prize for Program and Design Excellence by the Apple Education Foundation.

For ages 3-6

Memory Required: 48(K) Disk

Item No: 103

Price: \$29.95



GERTRUDE'S PUZZLES

Here are puzzles to help your child develop reasoning skills and gain the ability to solve problems with incomplete information.

Gertrude the Goose delivers puzzle pieces of differing sizes and colors, and then it's up to the player to move puzzle pieces to form color and shape patterns. As your child moves between six different puzzle rooms, new challenges and arrangements are issued, with the rules sometimes given and sometimes hidden! It's a challenging game that will test your child's reasoning skills (and yours too, perhaps...).

For ages 6 and up

Memory Required: 48(K) Disk

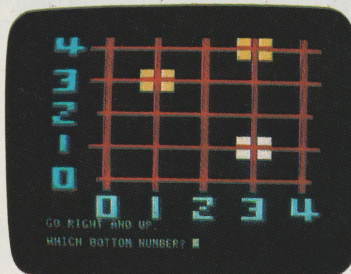
Item No: 105

Price: \$44.95



WELCOME GERTRUDE THE GOOSE!

And Rocky the Raccoon, Juggles the Clown, and other lovable characters from The Learning Company, pioneers in playful computer software that takes a serious approach to interactive learning for children.



BUMBLE GAMES

BUMBLE GAMES is a set of six programs introducing the use of number pairs to name positions in an array, and points on a grid.

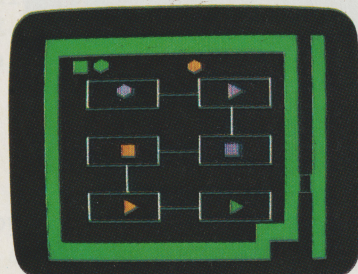
Guided by Bumble, the imaginary creature from the planet Furrin, Bumble Games are accompanied by brilliant graphics, music, and sound effects. The games serve to introduce the concept of plotting numbers which is a basic math skill for the computer age. The games are arranged from easy to hard, making the ideas natural to learn. Developed by math specialists, BUMBLE GAMES has proven itself with children time and again.

For ages 4-10

Memory required: 48(K) Disk

Item No: 106

Price: \$39.95



GERTRUDE'S SECRETS

GERTRUDE'S SECRETS is a series of games that helps children learn logical thinking while they play with colors and shapes. With this gentle teaching tool, children learn the importance of creating order and planning ahead.

As Gertrude the Goose flies on the screen carrying sets of shapes and colors, your child solves puzzles by arranging game pieces according to either a given rule or by guessing the secret rule! All the puzzles involve thinking about both the color and the shape of the pieces in each game set.

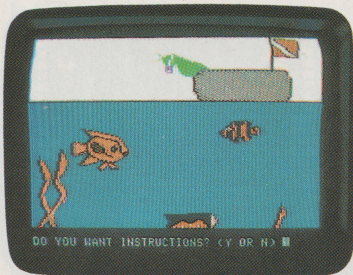
For ages 4-9

Memory Required: 48(K) Disk

Item No: 104

Price: \$44.95





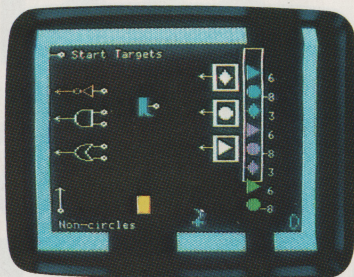
BUMBLE PLOT

BUMBLE PLOT is a set of five programs that builds upon the graphing skills introduced in BUMBLE GAMES.

With five graphs, arranged by difficulty, your child is asked to name points in four quadrant grids through the use of negative and positive numbers. This excellent introduction to plotting number pairs will serve your child well when it comes time to understand and build charts and graphs, locate places on maps, and design computer graphics.

For ages 8-13

Memory Required: 48(K) Disk
Item No: 107 Price: \$39.95



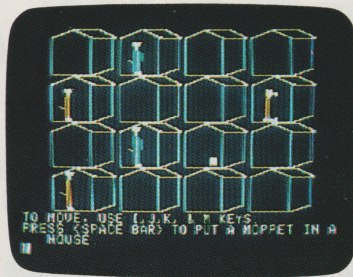
ROCKY'S BOOTS

Rocky the Raccoon and his famous boots can help children build a basic groundwork in logic skills that they'll use for the rest of their lives.

Players build animated logic machines to score points in the game. Your child is able to operate a kicking boot, for "booting" particular objects. With music and sound effects and color graphics, ROCKY'S BOOTS has the appeal of an arcade game and the content of a logic course!

For ages 7 and up

Memory required: 48 (K) Disk
Item No: 108 Price: \$49.95



MOPTOWN HOTEL

This innovative sequel to MOP-TOWN PARADE features seven increasingly challenging games, with colorful graphics and lively music, in which children can test hypotheses, use analogies, and develop strategic thinking skills. For points, kids can arrange the Moppet inhabitants of the fantasy world of Moptown according to the creatures' attributes—in the Hotel grid, for example, only certain types of Bibbits and Gribbits can fit into each room. For one or two players, this is a skill-sharpener that will provide hours of amusement.

For ages 9 and up

Memory required: 48(K) Disk
Item No: 110 Price: \$39.95



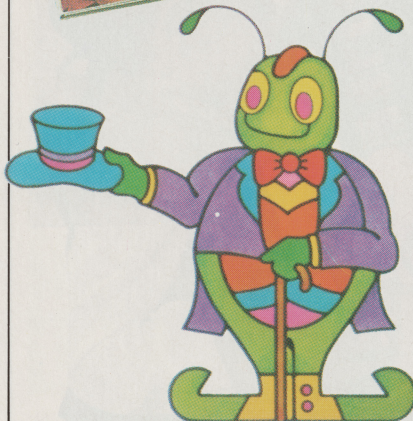
MOPTOWN PARADE

In the imaginary land of Moptown, your child can have loads of fun learning logic, pattern recognition, and strategy development with seven playful games. The MOP-TOWN PARADE program is a colorful series of trial-and-error guessing games, featuring the Moppets—divided into Bibbits and Gribbits, the red and blue characters, who can be either tall or short, fat or thin. Children are asked to match one or more of the Moppets' characteristics, at several degrees of challenge. It's not as easy as it looks!

One or two players can participate in this program, which features both high and low resolution graphics, and a delightful musical reward system—fun for the entire family!

For ages 6-10

Memory required: 48(K) Disk
Item No: 109 Price: \$39.95



Call us Toll-Free
800-631-1575



8:30 a.m. to 7:00 p.m. EDT
In New Jersey call:
(201) 939-8050

FOR THOSE LEARNING TO READ AND WRITE

With new teaching and computer programming techniques, even very young children can benefit from an Apple computer.



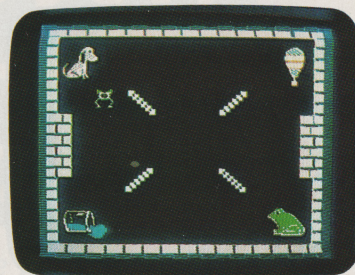
MICRO MOTHER GOOSE

Fun games that even the youngest child in your family can play—without any help from you!

Nine favorite Mother Goose rhymes are presented, in full color, sound, and animation, along with three activity games. Including: LONDON BRIDGE-OUT, in which your child makes the song "London Bridge is Falling Down" come true; LAMB SCRAMB, where your child tries to return Mary's lambs to her; and SPLAT, featuring falling eggs that your child tries to prevent from doing just that—splat! No reading is required and the disk is not copy protected. "This program practically runs itself. . . . The manual, designed for parents, is excellent. . . . It's obvious that care and thought went into the creation of this package."—SOFTALK. Includes free color stickers and a "Micro Do's and Don'ts" Poster.

For ages 3-up
Memory required: 48(K) Disk & Joystick or Paddles
Item No: 112 **Price \$39.95**

For a top-quality joystick see the back of our order form.

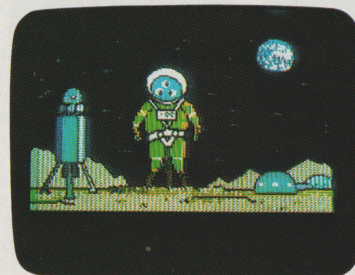


LEARNING WITH LEEPER

Four learning games tailored to the needs of the child who cannot yet read.

Featuring: DOG COUNT—Your child tries to find the right group of bones in order to feed the dogs! BALLOON POP—Move a balloon to select matching shapes; provides practice in matching shapes, a reading readiness skill; LEAP FROG—Moving a frog through a maze promotes eye-hand co-ordination, with mazes of increasing difficulty available; and SCREEN PAINTING—Learn colors by selecting from four paint jars with a movable brush, that leaves a colorful trail wherever it goes!

For ages 3-6
Memory required: 48(K) Disk
Item No: 114 **Price \$34.95**



ALPHABET BEASTS & CO.

A unique introduction to the ABC's, the 1,2,3's, handwriting and reading.

Using any letter key, your child presses once and is greeted by a full-color picture accompanied by a rhyming poem. Press twice, and a "magic pencil" prints the letter on the screen in the Zaner-Bloser alphabet models, the handwriting method taught in most elementary schools. For the 1,2,3's, your child presses any number, and that number is spelled out as a word upon the screen. Press again, and the number is printed, and upon the screen appears a fire-breathing dragon who curls himself into the shape of that number! And, just for fun, there is a mix-and-match game, with which your child can create up

to 256 combinations of dragons and people.
For ages 3-up
Memory required: 48(K) Disk
Item No: 113 **Price \$29.95**

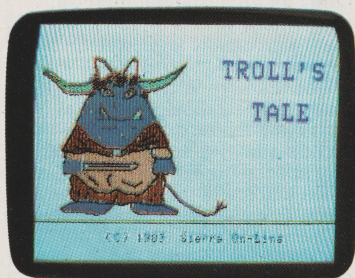


DRAGON'S KEEP

No typing skills are necessary for your child to enjoy this reading comprehension and map reading adventure game.

Using only the space bar and return key, your child tracks down 16 animals that have been hidden by a magical dragon. If the dragon is there, however, your child must leave the scene, wait till the dragon is gone, and find his way back again to the captive animal.

For ages 7-up
Memory required: 48(K) Disk
Item No: 115 **Price \$29.95**



TROLL'S TALE

With the challenge of an adventure game, this disk gives hours of practice in map making and reading comprehension.

The wicked troll has stolen 16 treasures from the Dwarf King, and your child's job is to return them! But to do so he or she must map the journey with words or drawings. It's an educational game that can be played without even knowing how to type! Your child merely uses two keys—the space bar and the return key.

For ages 8-up
Memory required: 48(K) Disk
Item No: 116 **Price \$29.95**

LOGO: A CHILD-APPROPRIATE COMPUTER LANGUAGE

"When a child learns to program, the process of learning is transformed: it becomes active and self directed."

—Dr. Seymour Papert, developer of LOGO.

TERRAPIN LOGO

LOGO is a friendly entry into the world of computer programming. Developed by M.I.T. mathematician and former student of Jean Piaget, Dr. Seymour Papert, LOGO is perhaps "the most significant educational software of the decade." (ELECTRONIC LEARNING).

An extraordinarily simple, yet powerful programming language, LOGO has been embraced by both college students and elementary school pupils.

With LOGO you can create terrifically complex graphics with the simplest of commands, manipulate lists of numbers, words, or symbols with ease, and even handle complex trigonometric operations as well!

Employing the celebrated "turtle"

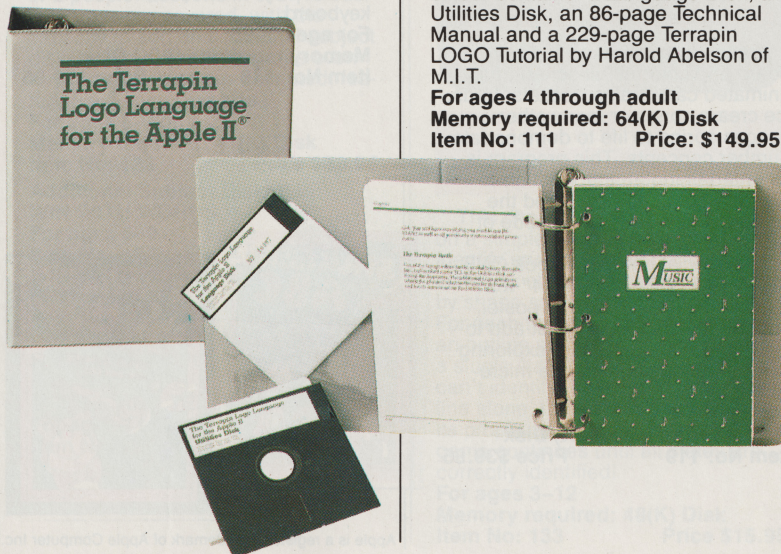
graphics cursor, LOGO is based on the philosophy that one learns best through personal experience and interaction. Thus, LOGO is extremely well suited to the youngest of computer users. For you never "fail," you always learn!

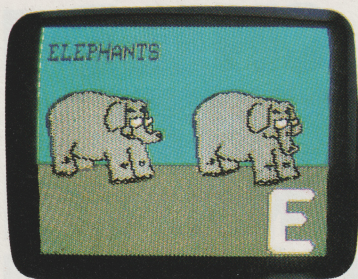
With simple graphic commands, LOGO makes using the computer fun and exciting for younger children as well as adults and first-time users.

Promoting structured, logical thinking and exploration and experimentation, LOGO is so easy to use that it quickly overcomes any fear of computers.

Based on the original M.I.T. LOGO, Terrapin LOGO also provides the ability to save pictures created and to print them. It is a LOGO package that can be used by both the oldest and youngest household member. The sturdy LOGO 3-ring binder contains: a Language Disk, a Utilities Disk, an 86-page Technical Manual and a 229-page Terrapin LOGO Tutorial by Harold Abelson of M.I.T.

For ages 4 through adult
Memory required: 64(K) Disk
Item No: 111 **Price: \$149.95**





STICKYBEAR ABC

Press the letter B and a full-color, fully-animated bee begins buzzing around Stickybear. Press B again and the picture changes to a bouncing ball with the letter B and the word BALL appearing on the screen.

As children progress through the alphabet the full-color hardcover book, THE LOOK BOOK, can be used to further encourage picture and word recognition. And the STICKYBEAR ABC poster and fabulous peel-off stickers all combine to make a truly exciting introduction to the computer and the alphabet.

For ages 3-6

Memory required: 48(K) Disk

Item No: 117

Price \$39.95



STICKYBEAR NUMBERS

Press any number on the keyboard and colorful full-screen, fully animated cars, trains, rockets, birds, ice cream cones or many other images spring to life to demonstrate number concepts. This program is as entertaining an introduction to learning about numbers and the computer as a favorite episode of SESAME STREET.

The special hardback book ONE BEAR TWO BEARS, the 14" x 21" STICKYBEAR NUMBERS poster, and the full-color sticker set add to the fun and excitement of exploring number recognition via the micro-computer.

For ages 3-6

Memory required: 48(K) Disk

Item No: 119

Price \$39.95

LEARNING THE ABC'S WITH APPLE™

The lovable Stickybear introduces the alphabet, numbers and more in software packages filled with color and delight.



STICKYBEAR BOP

Here's a colorful shooting gallery game that guarantees hilarity for everyone in the family regardless of age. The object of the game is to accumulate points by bopping as many Stickybears, ducks, planets, balloons and more as you can before running out of points or getting bopped by a sandbag. Each round requires more skill than the last.

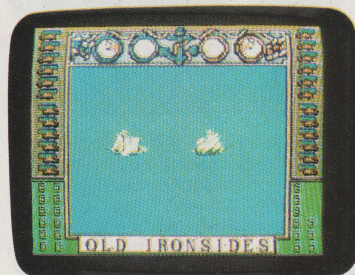
A full color Stickybear poster and sticker set and a punch-out cardboard STICKYBEAR BOP GAME add to the fun of this wonderful family fun package. STICKYBEAR BOP can be played with paddles or the keyboard.

For ages 3-99

Memory required: 48(K) Disk

Item No: 118

Price \$39.95



OLD IRONSIDES

All hands on deck for a swash-buckling adventure with the legendary warship Old Ironsides! Your every move is critical as you get ready for an onslaught from your arch enemy who is armed to the teeth with deadly firepower. One false step and... KABOOM!

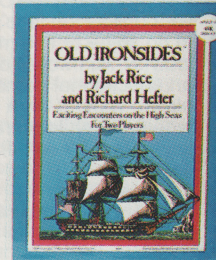
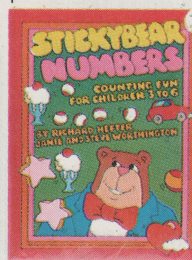
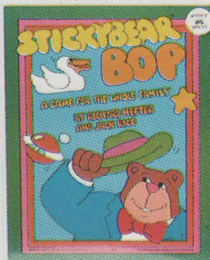
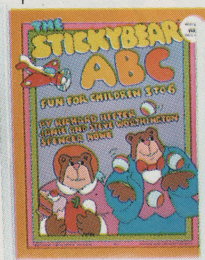
Use the keyboard or paddles to play this spellbinding historical game that features better-than-arcade-quality graphics and sound. The special Freeze Frame feature stops and starts the action at any point. The interest-grabbing package contains a 14½" x 20" Old Ironside poster and a 32-page Log Book with space to record wins and losses, secret strategies and tactics.

For ages 8-99

Memory required: 48(K) Disk

Item No: 120

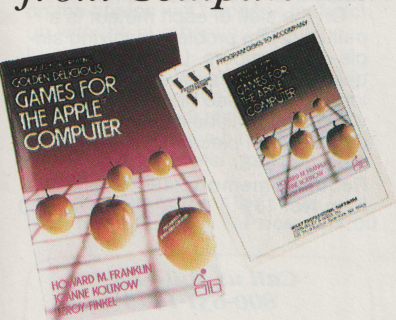
Price \$39.95



MAKE YOUR APPLE™ GOLDEN DELICIOUS...



...with games you can write yourself using a special book and disk set and 2 brain-teasing family quiz shows from Computer Advanced Ideas.



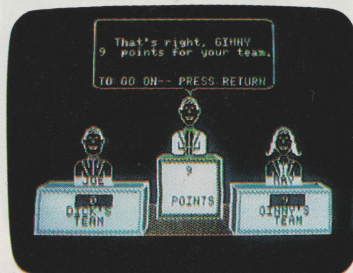
GOLDEN DELICIOUS GAMES BOOK

With the GOLDEN DELICIOUS book, you'll learn the theory of game structure, how a game progresses, the kinds of subroutines needed, and techniques to make full use of the Apple II's graphic capabilities. With just a fundamental knowledge of BASIC you can cover your whole screen with glowing full-color images you can design and combine with music and sound effects. The games range from story construction to word guessing and matching, and can be tailored to different ages and abilities.

GOLDEN DELICIOUS BOOK AND DISK

And now all the games subroutines in the GOLDEN DELICIOUS Book are available in the GOLDEN DELICIOUS Program Disk Set. Each Program has been thoroughly tested for efficiency, accuracy and simplicity of use.

For ages 13 and Up
Book: 160 page paperback
Disk: 2-disk set. 32(K) requirement
Item No: 121 Book Only
Price: \$12.95
Item No: 122 Book & Disk Set
Price: \$47.90



THE GAME SHOW

Using a popular quiz show format, THE GAME SHOW teaches information, vocabulary, and essential thinking skills in a game of clues and target concepts.

With flashing lights, cheering teammates, challenging questions, THE GAME SHOW is adaptable to any subject matter for any age group, and can be played by either 1 or 2 people. Lessons in over 15 subject areas are covered, with the capacity to add on additional subject diskettes to expand the game even further! All games are animated, featuring full-color graphics.

For ages 6-Adult
Memory required: 48(K) Disk
Item No: 123 Price \$39.95

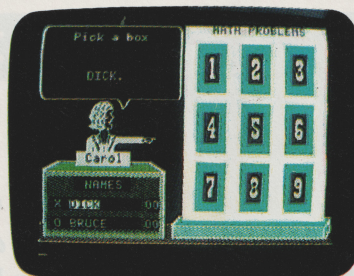
Additional Subject Diskettes:
WIN WITH WORDS

For ages 6-9
Item No: 124 Price \$19.95

WIN WITH WORDS II
For ages 9-11
Item No: 125 Price \$19.95

PEOPLE, PLACES AND THINGS
For ages 9-Adult
Item No: 126 Price: \$19.95

MOVIES AND TELEVISION
For ages 11-Adult
Item No: 127 Price: \$19.95



TIC TAC SHOW

With sound effects and full-color animated graphics, TIC TAC SHOW combines the strategy of tic-tac-toe with an entertaining quiz show question-and-answer game. Covering over 14 subjects, from Myths to Math, TIC TAC SHOW also includes an Authoring System that allows you to easily write your own subject for game play. Additional Subjects Diskettes for game expansion are available.

For ages 4-Adult
Memory required: 48(K) Disk
Item No: 128 Price \$39.95

FUN WITH FACTS I

For ages 4-7
Item No: 129 Price: \$19.95

FUN WITH FACTS II

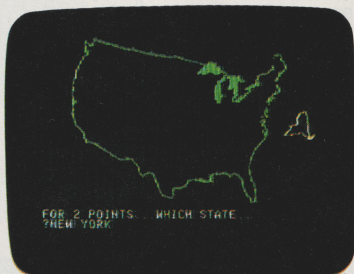
For ages 6-9
Item No: 130 Price: \$19.95

HISTORY

For ages 9-Adult
Item No: 131 Price: \$19.95

SPORTS FACTS

For ages 11-Adult
Item No: 132 Price: \$19.95



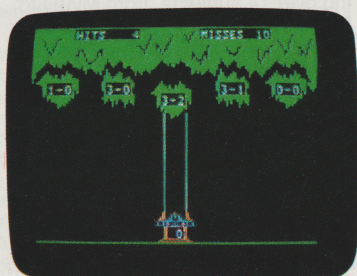
UNCLE SAM'S JIGSAW

This challenging game is based on a simple idea. The purpose is to identify each of the 48 continental states by shape alone if possible, or by shape and geographic location. For each turn, the screen displays an outline map of all the states with a single state beside it. If the player can't identify the state from its outline alone, the state is then moved to its proper geographic location. The game continues until all states are correctly identified!

For ages 3-12
Memory required: 48(K) Disk
Item No: 133 Price \$15.95

LET'S LEARN MATH

With the help of dragons, aliens, alligators, robots, and meteors, Math becomes a fun tool in these learning games from DLM. Before your child knows it, he will have mastered the basics of addition, subtraction, multiplication, and division!



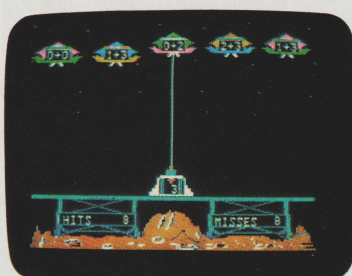
MINUS MISSION

Learn to subtract before the green slime subtracts you! There is only one way to destroy the large green slime that sits at the top of your screen, dropping deadly blobs of slime at your robot. And that is to correctly answer the two single digit subtraction problems within each blob.

Unless you can find the correct single digit answer to the subtraction problem, the green slime will subtract your robot! Excellent practice in subtraction with top-flight graphics.

For ages 5-8

Required memory: 48(K) Disk
Item No: 134 **Price: \$34.00**



ALIEN ADDITION

You have a chance to really improve your addition skills—but only a chance. For aliens are landing and landing quickly. Each of their spaceships is numbered with single digit addition problems—can you solve them?

If not, the aliens will land and destroy your cannons. Take your chance to improve addition skills now—while you can! Excellent color graphics.

For ages 5-8

Required memory: 48(K) Disk
Item No: 136 **Price: \$34.00**



METEOR MULTIPLICATION

As a space commander you must have a good knowledge of multiplication. And it's a good thing, too, because a meteor shower is headed straight for your space center!

On the side of each meteor is a multiplication problem involving single digit numbers. Unless you can quickly find the answer to the problem, well, instead of multiplication, your station will be divided—into thousands of pieces!

For ages 5-8

Required memory: 48(K) Disk
Item No: 135 **Price: \$34.00**

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ALLIGATOR MIX

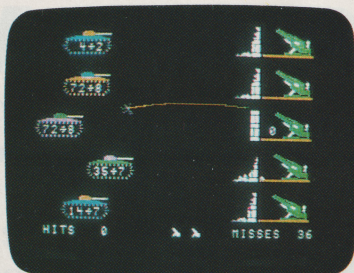
Your school has a particular problem—alligators in the pool. Luckily these alligators just love apples, especially if the sums or differences of the single digit problems on the apples just happens to match up with the numbers on the alligators' sides.

Add and subtract, and match the apple to the alligator until you rid your school's pool of them. Or else, gym class may be a bit of a problem! High-quality full-color graphics.

For ages 5-8

Required memory: 48(K) Disk

Item No: 137 Price: \$34.00



DEMOLITION DIVISION

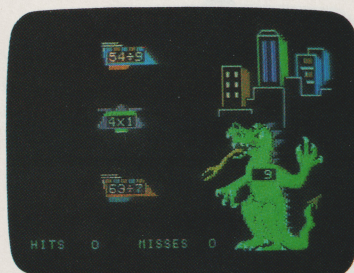
Divide (and conquer!). Robot tanks are moving toward your fortification, each bearing a division problem requiring a single digit answer.

If you can load the correct answers into your energy cannons you will be able to stop the tanks. However, if your answer is too small, or too large, the tanks will destroy your cannons! The key in this learning game is to divide correctly and thus conquer!

For ages 5-8

Required memory: 48(K) Disk

Item No: 138 Price: \$34.00



DRAGON MIX

There's a dragon outside the city walls. For a change, though, he's helping you protect them—against flying spacecraft! You must help the dragon however, by matching up the answers he provides to the oncoming spacecraft that poses either a multiplication or division problem.

All answers involve numbers 0-9. Sounds easy? When was the last time your teammate was a dragon and your enemy an alien? But when was math drill ever so much fun?

For ages 5-8

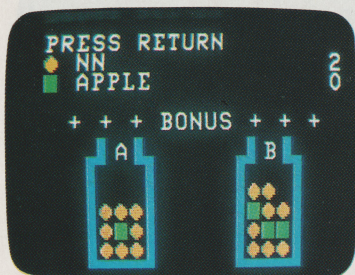
Required memory: 48(K) Disk

Item No: 139 Price: \$34.00



MATH MAGIC!

Your child will learn Math basics like magic, with Milliken's Edufun! On every disk are two separate games that will both entertain and instruct in such subjects as Addition, Subtraction, Multiplication, Division and Graph Reading! Each package contains a User's Guide with simple directions and follow-up activities, and a reusable scorecard.



THE JAR GAME AND CHAOS

It is quite probable that THE JAR GAME's buzzing fly will land in jar A, though there's also a good chance that it will go for jar B, since there is more gold candy there. It's up to you to determine the probability and if you score 50 points, you beat the computer! It's a fun test of your probability readiness and problem-solving skills.

Your CHAOS mission, should you choose to accept it, is to capture as many alien satellites as you can. However, they must match the model you are given in both shape and/or color. Can you do it? It's a question of your shape and color recognition and directionality, and it's a lot of fun too!

For ages 4-11

Memory required: 48(K) Disk

Item No: 140 Price: \$32.95



ALIENCOUNTER AND FACE FLASH

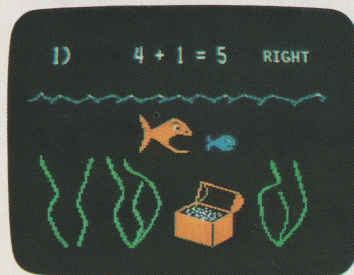
With ALIENCOUNTER you can improve your numeral recognition and counting skills. As a number appears in the middle of the screen, it is your job to match that with an equal number of aliens on the ground. If you manage to do so ten times out of ten you are treated to a fireworks display!

In FACE FLASH, smiling faces appear on the screen. It is up to you to indicate how many faces flashed, and when this is done correctly, another set will appear. A scorecard records the three highest scores along with the player's initials. Improve your counting, base ten numeration, and memory!

For ages 5-9

Memory required: 48(K) Disk

Item No: 141 Price: \$32.95



GULP! AND ARROW GRAPHICS

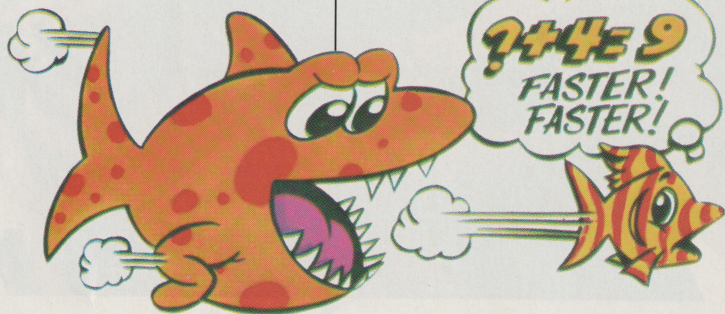
GULP! Your little fish can swim away from the big fish only so quickly as you solve either addition or multiplication questions. If you take too long—GULP!—there goes your fish! If you manage to elude your predator, you're treated to a bonus game of "Fishing"!

Can you follow the ARROW GRAPHICS arrow as it snakes and winds across the screen and can you then duplicate its path? You bet you can, in this fun game employment problem solving and spatial visualization skills.

For ages 7-11

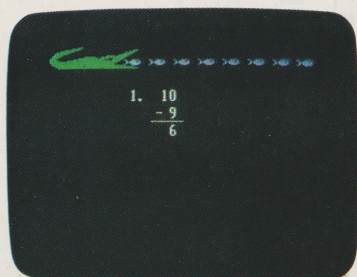
Memory required: 48(K) Disk

Item No: 142 Price: \$32.95



THE SCHOLASTIC SOFTWARE GUARANTEE

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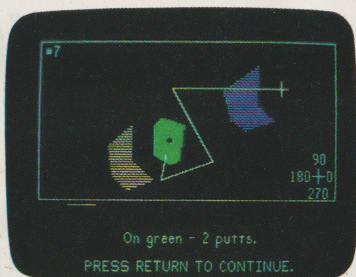
FRENZY AND FLIP FLOP

There's a large green and hungry alligator in FRENZY that is going to eat all of your little fish and spoil your chances for the bonus game unless you can answer either 20 subtraction or 20 division problems. The more fish you save, the more time you have with the bonus game!

How good is your visual discrimination? FLIP FLOP will put it to the test as two similar figures are shown. Your job is then to figure out how to make the one look like the other. By flipping the image, turning it, or sliding it? You'll flip over this game and you'll also be learning about transformational geometry.

For ages 7-11

Memory required: 48(K) Disk
Item No: 143 Price: \$32.95



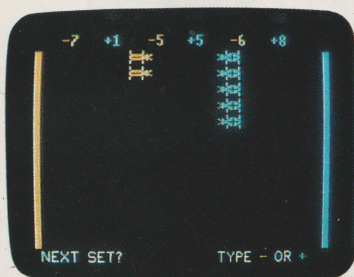
GOLF CLASSIC AND COMPUBAR

Did you know that golf pros are also math pros? In GOLF CLASSIC you'll learn how they calculate not only the distance they need to hit the ball but the angle of its flight, too. Practice your angle and length estimation skills and avoid sandtraps and water in this game of geometric skill.

In COMPUBAR you'll earn a display of fireworks if you can think logically and read graphs well enough to match a given bar length with a variety of bars provided. Not only that, but you may have to add or subtract to get it just right. If your combination works you're on your way to becoming a COMPUBAR master!

For ages 9-Adult

Memory required: 48(K) Disk
Item No: 144 Price: \$32.95



BATTLING BUGS AND CONCENTRATION

Welcome to the battle of the bugs, where two columns of enemy bugs are advancing towards one another. On one side of the BATTLING BUGS screen you have the positive bugs and, on the other, the negative bugs. And unless you've a fondness for bugs, you'll want to eliminate both columns by matching the correct number of positive bugs to negative ones! A lesson in positive and negative integers.

Concentrate on CONCENTRATION and learn all about fractions! With 20 fractions hidden behind lettered covers, your job is to uncover pairs of equivalent fractions. Get into the fraction action now!

For ages 9-up

Memory required: 48(K) Disk
Item No: 145 Price: \$32.95





HEY DIDDLE DIDDLE

Watch nursery rhymes come to life with HEY DIDDLE DIDDLE, the program that truly puts poetry in motion! HEY DIDDLE DIDDLE features 30 classic children's poems, complete with full-color storybook graphics and terrific musical accompaniment. Scrambled verses appear on the screen—the trick is to rearrange them to form coherent verse. When your child puts the nursery rhyme together, it comes to life!

HEY DIDDLE DIDDLE is the fun way for kids to read and recognize rhymes, and learn how poetry works.

For ages 3-10

Memory required: 48(K) Disk
Item No: 146 Price: \$29.95

THE SCHOLASTIC SOFTWARE GUARANTEE

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SOFTWARE THAT'S COMPATIBLE WITH FAMILY FUN AND LEARNING

Software programs from Spinnaker are compatible with kids because they're lots of fun. And with parents because they're really educational.



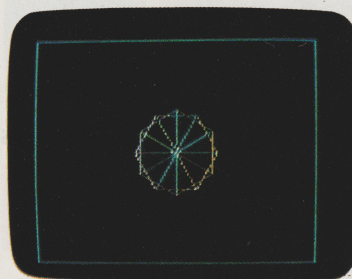
FACEMAKER

Make a face and then see it smile or frown or even wiggle its ears! In the first part of FACEMAKER, a blank face and sets of eyes, ears, noses, etc. are provided. Your child's creativity is free to make any face wished for. With simple instructions the face will come to life, moving and making expressions. Finally, a sequence of faces is shown—can your child duplicate the sequence?

With three fun segments, FACEMAKER exercises a child's creativity and improves memory and concentration. Here is a very simple and fun introduction to programming and the computer keyboard!

For ages 4-8

Memory required: 48(K) Disk
Item No: 147 Price: \$39.95



DELTA DRAWING

Young children will thrill to the experience of using a computer to draw a picture, create a game or design a space ship. Even simpler than LOGO, DELTA DRAWING uses turtle graphics to create and color-in pictures with single-key commands. And, with the touch of a button, the child can see a complete record of the program he or she has created.

DELTA DRAWING is a marvelous way to exercise a young person's natural creativity while introducing him to procedural thinking and computer commands.

For ages 4-Up

Memory required: 48(K) Disk
Item No: 148 Price: \$59.95

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HEY DIDDLE DIDDLE

Watch nursery rhymes with HEY DIDDLE DIDDLE program that truly puts poetry in motion! HEY DIDDLE DIDDLE features 30 classic children's rhymes complete with full-color graphics and terrific music. Scrambled words on the screen—the trick is to arrange them to form coherent sentences. When your child puts the words together, it comes to life!

HEY DIDDLE DIDDLE is a fun way for kids to read and learn nursery rhymes, and learn how to use a computer.

For ages 3-10

Memory required: 48K (Kilobytes)
Item No: 146

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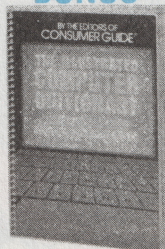
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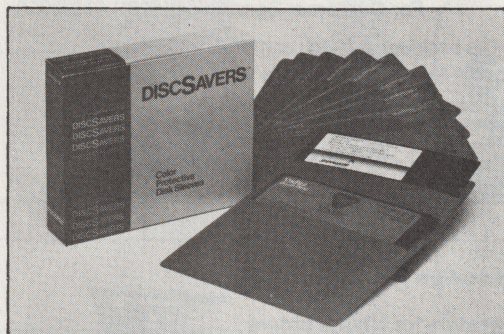


WZ883A



ACCESSORIZE YOUR HOME COMPUTER!

Exciting new extras for your Apple II—for better software storage, better performance, and easier access!



COLORFUL VINYL DISCSAVERS

Now, you can protect your diskettes the way you protect your L.P.'s! RockRoy DiscSavers are an attractive, professional way to store 5 1/4" disks. Made of custom grain vinyl, they come in four decorator colors, and are perfect for color-coding your software collection.

Assorted colors (3 of each in box of 12): Red, Blue, Green, Yellow.

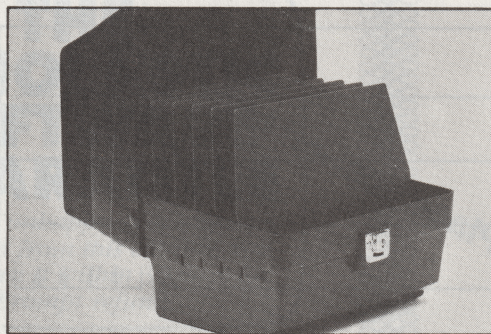
Item No: 191 Price: \$6.29 (box of 12)



THE ULTIMATE HIGH PERFORMANCE APPLE JOYSTICK

Other joysticks feel like toys once you've experienced this finely crafted remote control for your Apple II. Kraft—makers of top airline control panel instruments—developed this joystick, which features spring centered and free floating mode selection, dual-axis trim control, a flat-fire button, and more... unparalleled accuracy and more responsive performance than you thought possible! And the Kraft Joystick comes with an exclusive one-year warranty.

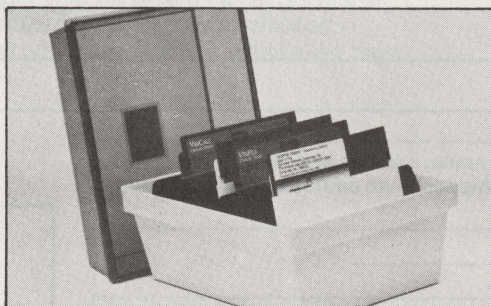
Item No: 192 Price: \$64.95



PORTABLE DISK PROTECTOR WITH FILE SYSTEM

Save filing time and expense while protecting disks from scratches, dust and humidity with this super-strong polymer plastic disk storage unit. From Advance Access, this modular-design protective case, with handle and key-lock features, comes equipped with six sturdy partitions, a master index card, and file cards. With capacity for 80 diskettes or 8" disks—plus enough room to store manuals, books, and other software—this is a terrific accessory for your home software library. It's also useful for transporting disks to school or the office.

Item No: 193 Price: \$49.95



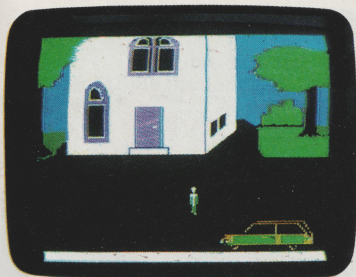
COMPACT DISK STORAGE UNIT

Stop data-loss and cut handling of disks down to a minimum with this large-capacity storage module from Advance Access. Features: 2-piece module—top fits into base while disks are in use; removable partitions, to prevent disk warp; low sides for flip-through access. An attractive addition to your computing space, with smoke-tinted see-through lid. Each unit holds 80 5 1/4" diskettes, with jackets.

Item No: 194 Price: \$24.95

THE SCHOLASTIC SOFTWARE GUARANTEE

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SNOOPER TROOPS 1

The Granite Point Ghost Case

Be a SNOOPER TROOPER, find out who is trying to scare the Kim family from their new home and why! But to do so you'll have to take notes, draw maps, organize information, and learn some new words. Are you up to it? Of course you are!

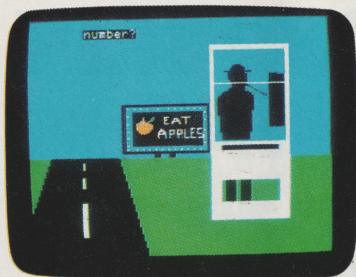
Your child will love being a SNOOPER TROOPER and you'll love even more how being one helps develop a young person's reasoning skills. One of the most popular home learning programs for children ever made.

For ages 10-Adult

Memory required: 48(K) Disk

Item No: 149

Price: \$44.95



SNOOPER TROOPS 2

The Disappearing Dolphin Case

Somebody stole Lily the Dolphin from the Tabasco Aquarium. But who and why? As a *Snooper Trooper* your job is to find out, but be forewarned, it will not be easy. As in SNOOPER TROOPER 1, you will be sent on a fact finding mission requiring you to question suspects, take notes, and even crawl through a basement! And all the while, you'll be learning how to organize information and sharpening your reasoning skills.

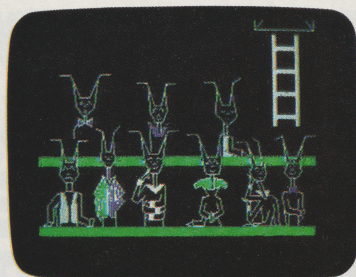
For ages 10-Adult

Memory required:

48(K) Disk

Item No: 150

Price: \$44.95



IN SEARCH OF THE MOST AMAZING THING

Finally, here is a game designed to let your kids reason with space aliens instead of destroying them.

As pilot of the B. Liner, a curious cross between a hot-air balloon and a dune buggy, your child's assignment is to find "the most amazing thing." To do this means learning how to fly with a jetpack, trading with Metalican robots, communicating with the Darksome Mire cultures, and developing your map-drawing and note-taking skills.

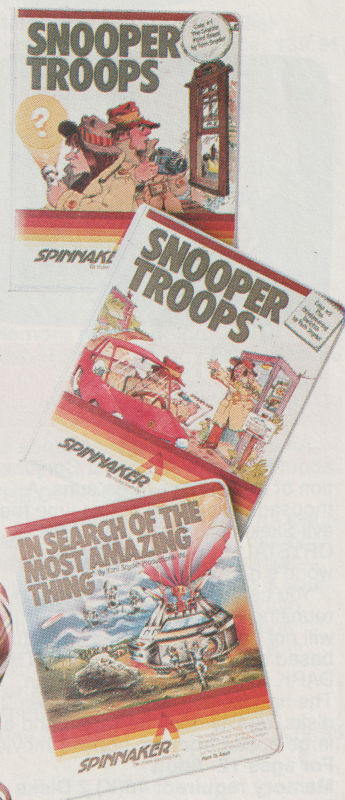
Also included with this program is an exciting children's novel THE ADVENTURES OF SMOKE BAILEY which makes a splendid reading complement to playing the game.

For ages 10-Up

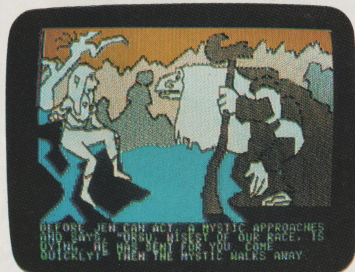
Memory required: 48(K) Disk

Item No: 151

Price: \$39.95



ADVENTURE GAMES THAT CHALLENGE YOUR BRAIN!

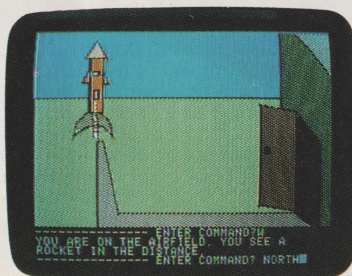


THE DARK CRYSTAL

An event of cosmic importance is about to occur—the Great Conjunction of the planet's three suns. A thousand years ago at this time the evil Skekis shattered the DARK CRYSTAL, thus destroying the world's harmony.

You can restore that harmony by reuniting the DARK CRYSTAL. But it will not be easy. A Hi-Res adventure based on the epic fantasy film, THE DARK CRYSTAL, by Jim Henson. The handsome package includes 2 disks, quality documentation and a large poster from the popular movie.

For ages 12-Adult
Memory required: 48(K) 2 Disks
Item No: 152 Price: \$39.95



MISSION ASTEROID #00

At this very moment a huge asteroid is just seven hours away from colliding with Earth. That's all the time you have to navigate your spaceship to the asteroid and destroy it. If you fail, the entire planet will be destroyed.

In your haste to reach the asteroid make sure you've packed your spaceship with the correct instruments. It'd be a shame to reach the asteroid and have nothing to stop it with!

For ages 12-Adult
Memory required: 48(K) Disk
Item No: 153 Price: \$19.95



MYSTERY HOUSE #01

The large Victorian mansion is full of people, guests from all over the world. Unfortunately, some of these people are dead. Worse still, all of them will soon be dead unless you can find the murderer and bring him (or her) to justice.

Incidentally, unless you *do* find the

murderer, the murderer will find you...

For ages 12-Adult
Memory required: 48(K) Disk
Item No: 154 Price: \$24.95

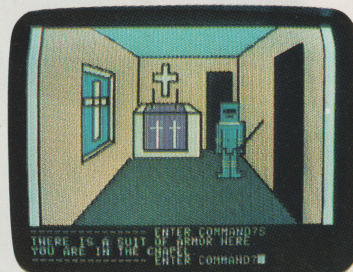


WIZARD AND THE PRINCESS #02

This could be dangerous. Although the Princess of Serenia is fair beyond all others, her captor is none other than Harlin the Malevolent, evil weaver of wizardry, who commands the elements, and yes, even time.

Will you rescue the Princess? Or rather, can you rescue the Princess? For before you lie desert, mountains, deadly creatures, and ultimately, the wizard himself... Rescue her and you'll win half the kingdom—fail and it's the end.

For ages 12-Adult
Memory required: 48(K) Disk
Item No: 155 Price: \$32.95



CRANSTON MANOR #03

Two decades have passed since O.M. Cranston's death but no one has yet recovered his fortune. A hateful and cunning miser, Cranston's will was both a declaration and a challenge, "My treasures, protected by my spirit, shall forever rest with me at Cranston Manor."

And they will, unless you can avoid the deadly traps Cranston has left: the automated soldiers, the strange suits of armor, and the strange maze that is his mansion...

For ages 12-Adult
Memory required: 48(K) Disk
Item No: 156 Price: \$34.95



ULYSSES AND THE GOLDEN FLEECE #04

You are Ulysses, conqueror of Troy, adventurer without equal, a mortal favored by the most powerful of gods. Favored though you may be, can you recover the Golden Fleece, precious beyond all price?

To do so you must match your wits and courage against such foes as Cyclops, the alluring Sirens, and the Skeletons, fierce protectors of the gilded skin.

For ages 12-Adult

Memory required: 48(K) Disk

Item No: 157 Price: \$34.95



TIME ZONE #05

Here is the most extensive adventure game ever created, encompassing both sides of six separate disks, over 1,000 full 21-color Hi-Res pictures, and a story that begins at 400,000,000 B.C.

For you, however, the story begins in present time. As you are walking in a field you come upon a strange, pulsating cylinder. Entering it you find it to be a time machine! Where will you go? You can travel from the beginnings of man, millions of years ago, through the present time, into the future, several thousand years from now, when Earth's very existence is in grave peril.

It's all part of the most complex, intricate, and huge adventure ever created for a computer.

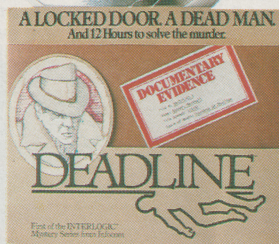
For experienced adventure players

Memory required: 48(K) 6 Disks

Item No: 158 Price: \$99.95

PLAY TOGETHER

Adventure, Fantasy, and Detective games that will enthrall everyone!



DEADLINE

A locked door, a dead millionaire, and you only have twelve hours to find the killer before he or she strikes again.

You work from an actual dossier, that includes a lab report, a coroner's report, a police photograph, a casebook, and even samples of physical evidence. "If you like to read mysteries because of the challenging puzzle involved... then DEADLINE should prove very attractive."—*THE NEW YORK TIMES*.

For ages 12-Adult

Memory required: 32(K) Disk

Item No: 159 Price: \$49.95

STARCROSS

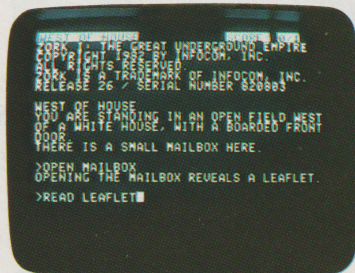
Even in the year 2186, mankind has an energy shortage. As you cruise in your mining vessel, STARCROSS, looking for energy sources and your fortune, your mass detector alarm suddenly goes off. A massive bulk is in the vicinity.

From the very fringes of the universe has come a gargantuan spaceship. Your mission: to gain entry to this ship, to meet the inhabitants, some of whom are unfriendly, and to face a challenge that was issued eons ago, from light-years away. Because you are the only one who can...

For ages 12-Adult

Memory required: 32(K) Disk

Item No: 160 Price: \$39.95



ZORK I

THE GREAT UNDERGROUND EMPIRE

The rumor that dungeons often have unfriendly beings wandering about them is, alas, all too true. However, this dungeon is also reputed to contain vast quantities of treasure.

As you progress through the labyrinth, seeking out the treasures, you will confront all manner of mystical, magical and macabre beings. Beware! Are the treasures worth your life?

For ages 12-Adult

Memory required: 32(K) Disk

Item No: 161 Price: \$39.95

ZORK II

THE WIZARD OF FROBUZZ

As you explore the Wizard's land take note: though he is old and sometimes absent-minded, his powers are mighty (most of the time that is), and his whims capricious.

For ages 12-Adult

Memory required: 32(K) Disk

Item No: 162 Price: \$39.95

ZORK III

THE DUNGEON MASTER

There, far beneath the earth's surface, in a place where you can only be sure of one person—yourself—lives the Dungeon Master. It is your final test of courage and wisdom. You must discover the Dungeon Master's secret purpose, for your destiny hangs in the balance.

For ages 12-Adult

Memory required: 32(K) Disk

Item No: 163 Price: \$39.95

PLEASURES AND PERILS FOR THE ENTIRE FAMILY

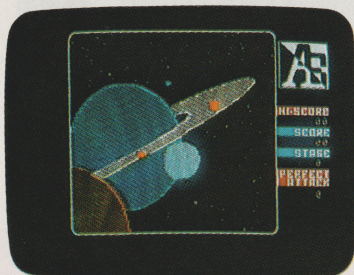
Computer games to stretch the imagination and vision of every family member!



FROGGER™

Sierra On-Line has brought one of the most popular coin-operated arcade games home to your Apple computer. Watch him hippity-hop across crowded highways and alligator infested streams to his riverbank home. If the gators don't get you in this game, the clock will! FROGGER™ is not only wildly popular with kids, it's also a game that avoids the violent excesses of so many arcade games.

For ages 8 and up
Memory required: 48(K) Disk
Item No. 164 Price: \$34.95

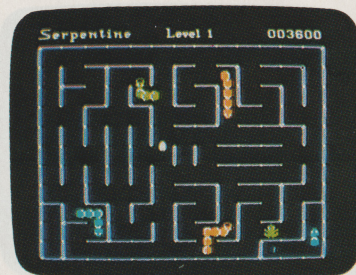


A.E.

Designed as pollution-fighting robots intended to save the world, the A.E. slipped through quality control out into the unsuspecting universe. While the fate of the Free World does not depend upon getting rid of the A.E., unless you can drive them deep into the outer wastelands of space, they will pester the Earth forever.

You're given remote control, trigger-action missiles to accomplish your task. Unfortunately, the A.E. are eluding them. What will you do?

For ages 8-Adult
Memory required: 48(K) Disk & Joystick or Paddle
Item No. 165 Price: \$34.95

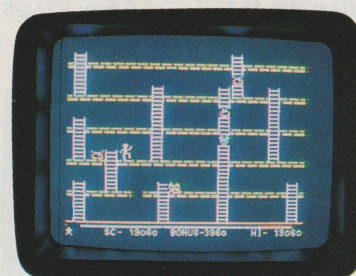


SERPENTINE

It's a snake-eat-snake world out there!

You are given a set of three tame blue serpents. Your objective is to survive long enough to lay eggs and raise your young. However, this is the same objective of the vicious orange serpents. And there's not enough room for the both of you. A multi-leveled arcade-style game.

For ages 8-Adult
Memory required: 48(K) Disk
Item No. 166 Price: \$34.95

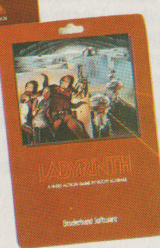
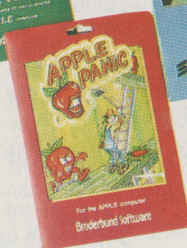
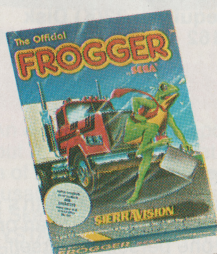


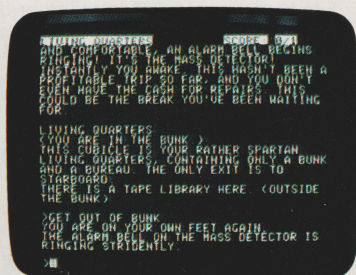
APPLE PANIC

The apples will get you if you don't watch out! Forced to flee from pursuing apples in a multi-level mansion, you set traps for your pursuers along the way.

A fast arcade-style game with high quality graphics and animation.

For ages 8-Adult
Memory required: 48(K) Disk
Item No. 167 Price: \$29.95





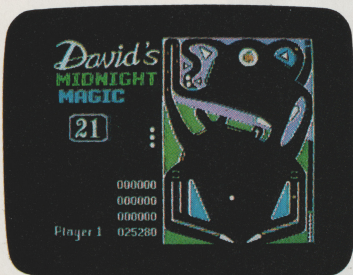
STAR BLAZER

The galaxy is in the grip of the repressive Bungeling Empire and the people have only legends to defend themselves. Especially the legend of Star Blazer.

You are Star Blazer, the last free warrior alive. With your vintage WW III jet fighter, can you maneuver past the ICBM installations, escape heat-seeking missiles, and avoid supersonic tanks? You are the people's only hope.

For ages 8-Adult

Memory required: 48(K) Disk
Item No. 168 Price: \$31.95



DAVID'S MIDNIGHT MAGIC

It's a new game altogether—Hi-Res pinball! Your computer becomes the most vivid, slickest pinball game you've ever played.

With dual flipper controls, upper and lower playing levels, tilt mechanism, rollovers, multiple ball play, electromagnetic deflectors, high-resolution graphics and many special effects, DAVID'S MIDNIGHT MAGIC is the pinball game of the future!

For ages 8-Adult

Memory required: 48(K) Disk & Paddles or Joystick
Item No. 169 Price: \$34.95



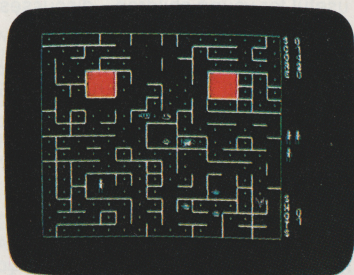
DUELING DIGITS

An arcade-style game requiring you to shoot and capture numbers in order to create balanced mathematical equations.

You are operating a crawler machine on The Temple of Numbers, in the wastelands of the San Francisco desert, long after mankind has lost the arts of science and mathematics. To beat the forces of ignorance and greed, you must deal with the glowing crystalline numbers falling, rising and changing in the air. Your job is to create equal expressions from these numbers before your deadly rival does.

For ages 8-Adult

Memory required: 48(K) Disk
Item No. 170 Price: \$29.95



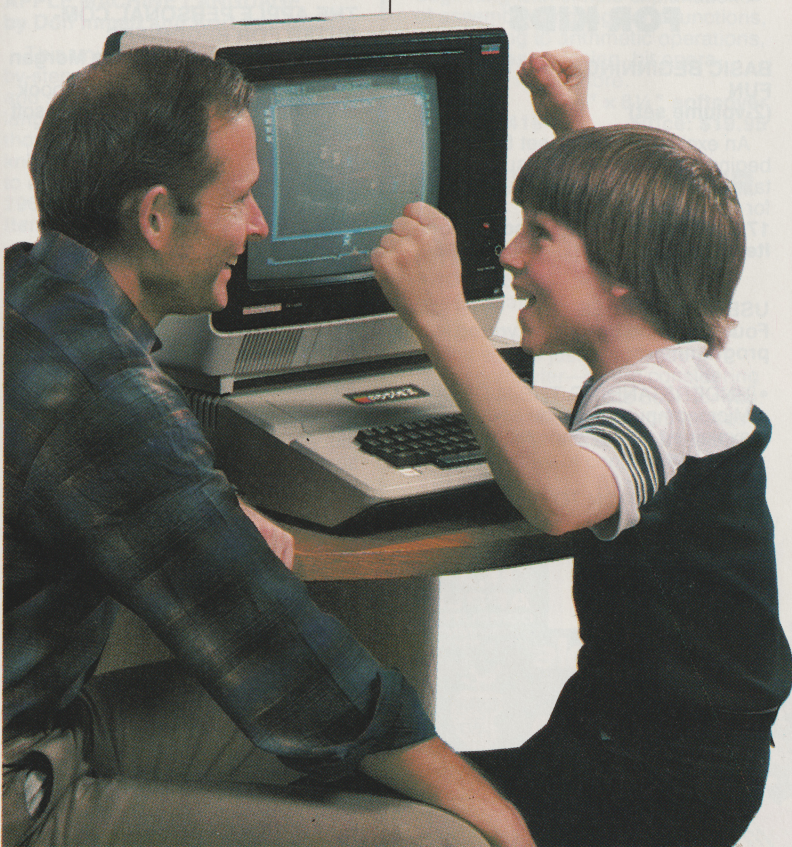
LABYRINTH

The Prince Julian Mines run for hundreds of miles underground, contain the richest treasures on the earth, and enclose four prisoners who hold secrets even more valuable.

Your mission is to rescue these prisoners. By the way, the walls of these mines have an odd characteristic—they constantly change shape, exposing entryways and sealing off your escape. As if this weren't bad enough, the mines also contains mysterious and terrifying creatures. Best of luck.

For ages 8-Adult

Memory required: 48(K) Disk
Item No. 171 Price: \$29.95





YOUR HOME COMPUTER LIBRARY

PARENTS, KIDS AND COMPUTERS

MINDSTORMS
Children, Computers, and Powerful Ideas
by Seymour Papert

The inventor of LOGO—a simple computer language that is especially useful for young children—discusses how he invented the language and how it works.

230 pp. 5 1/4" x 7 7/8" softcover
Item No: 400 Price: \$6.95

KIDS AND COMPUTERS
The Parents' Microcomputer Handbook
by Eugene Galanter, PhD

This invaluable resource not only explains computers inside and out—from BASIC to Word Processing—but also discusses the implications of teaching children computer literacy.

192 pp. 7" x 9 1/4" softcover
Item No: 401 Price: \$7.95

APPLE LOGO
By Harold Abelson

More than just a computer lan-

guage, Logo is an educational philosophy—and it's fun! Learn Apple Logo programming through Turtle Geometry, which is especially useful for teaching preschool children.

224 pp. 7 1/2" x 9 1/4" softcover
Item No: 402 Price: \$14.95

COMPUTER BOOKS FOR KIDS

BASIC BEGINNINGS AND BASIC FUN
(2-volume set)

An exciting two-book set for the beginning computer buff, sure to tantalize any child with a fascination for programs and games.

176 pp. ea. 5" x 7 1/2" softcovers
Item No: 404 Price: \$4.50

USBORNE GUIDES
Four fun-filled books for young programmers:

- **UNDERSTANDING THE MICRO**—Microcomputers, inside and out, explained simply and clearly.
Item No: 405 Price: \$4.95

- **INTRODUCTION TO COMPUTER PROGRAMMING**—For the abso-

lute beginner, a guide to program writing in BASIC.
Item No: 406 Price: \$4.95

- **COMPUTER AND VIDEO GAMES**—Learn how to beat the machine at its own game!
Item No: 407 Price: \$4.95

- **COMPUTER SPACEGAMES**—Program your micro for exciting spacegames!
Item No: 408 Price: \$4.95

Each guide is 48 pages, softcover, 6 5/8" x 9 1/2".

GETTING TO KNOW YOUR APPLE

WILL SOMEONE PLEASE TELL ME WHAT AN APPLE CAN DO
Eight Experts Share Their Knowledge
edited by Glenn M. Polin

This is a book about personal computers, with the emphasis on *personal*! You'll learn about: Accounting and Personal Computers; Kids, Learning, and Apples; The Apple in Agriculture; Financial Planning; Investing with Apple Computers; Music & The Apple; Simulation; and Word Processing.
136 pp. 6" x 9" softcover
Item No: 409 Price: \$12.95

THE APPLE PERSONAL COMPUTER FOR BEGINNERS
by Seamus Dunn & Valerie Morgan

Pretested by beginners, this book is guaranteed to teach you Applesoft BASIC—because you'll learn by doing! Each chapter contains step-by-step instructions for programming, program presentation, disk management, graphics, routines, and much more!

257 pp. 6" x 9" softcover
Item No: 410 Price: \$12.95

101 APPLE COMPUTER PROGRAMMING TIPS & TRICKS
by Fred White

A practical compendium of techniques, shortcuts, tips, tricks, and secrets—all in an easy-to-use format. These programs can help you use your Apple computer more efficiently—from playing games, making music, and writing secret messages, to invoicing and decision-making.

128 pp. 5 1/2" x 8 1/2" softcover
Item No: 411 Price: \$8.95

THE ELEMENTARY APPLE
by William B. Sanders

Everything you need to know about operating your Apple II home computer, from hookup to printout. The definitive guide to the parts and functions for BASIC beginners. Step-



by-step instructions, sample programs, and exercises, plus time-saving hints.
250 pp. 5½" x 8¼" spiral softcover
Item No: 412 Price: \$14.95

BENEATH APPLE DOS

A helpful companion to the Apple DOS Manual, providing more information for the advanced or novice programmer on disk operating systems. You'll learn evolution, formatting, organization, and structure of diskettes, plus assembly language, customizing DOS, program logic, and more.
170 pp. 5½" x 8¼" spiral softcover
Item No: 413 Price: \$19.95

PROGRAMMING

BASIC COMPUTER PROGRAMS FOR THE HOME

by Charles D. Sternberg

Increase the usefulness of your home computer with this indispensable collection of household programs. It includes programs on budgeting, automobiles, kitchen helpmates, schedules and lists, tutoring, recreation, hobby diaries—anything that can be stored on a disk!
330 pp. 7" x 9½" softcover
Item No: 414 Price: \$11.95

APPLE MACHINE LANGUAGE

by Don Inman and Kurt Inman

This unique and entertaining step-by-step method uses color, graphics, and sound to teach you machine language—in less time than you thought possible! If you already know BASIC, you're well on the way to entering and executing programs.
296 pp. 6" x 9" softcover
Item No: 415 Price: \$12.95

HOW TO WRITE AN APPLE PROGRAM

by Ed Faulk

Knowing a computer language is not the same as being a programmer in that language. Now, with Ed Faulk's ground-breaking "how to" book of programming techniques, you can use the same functions that professionals use and approach a higher level of proficiency.
215 pp. 5½" x 8½" softcover
Item No: 416 Price: \$14.95

BASIC APPLE BASIC

by James S. Coan

From beginning concepts such as input and output, to advanced access filing, this book covers it all! Over 80 programs, starting with short, simple ones and gradually moving to creative problem solving, are included.
237 pp. 7" x 9½" softcover
Item No: 417 Price: \$12.95



BASIC FOR THE APPLE II

A Self-Teaching Guide
 by Jerald R. Brown, Leroy Finkel, and Bob Albrecht

This "user friendly" book explains everything you need to know to develop programming skills, in a unique interactive format. Nontechnical, thorough, and readable—a terrific "first" computer guide!
410 pp. 6¾" x 10" softcover
Item No: 418 Price: \$12.95

USING 6502 ASSEMBLY LANGUAGE

With an Introduction to Sweet-16
 by Randy Hyde

Assembly language is a must when you want to save time, or when a high-level language just won't do the job. Step-by-step instructions, beginning with simple explanations of assembly language and functions, progressing to arithmetic operations, subroutines, indexing, bit operations, and much more.
280 pp. 5½" x 8¼" softcover
Item No: 419 Price: \$19.95

EXTENDING YOUR SKILLS

INTRODUCTION TO WORD PROCESSING

by Hal Glatzer

How do you use a word processor? If you've just purchased a home computer—or are considering buying one—this is the book for you. It includes a history of word processors, a cost effectiveness section, and a glossary of computer terms.
210 pp. 6" x 9" softcover
Item No: 420 Price: \$12.95

THE WORD PROCESSING BOOK

A Short Course in Computer Literacy
 by Peter A. McWilliams

Peter McWilliams's bestselling book is meant for anyone who writes. Beginning with a brief and whimsical history of word processing, McWilliams goes on to describe types of word processors and personal computers, discusses the uses (and abuses?) of word processing, and includes a detailed brand-name buying guide which pulls no punches!
300 pp. 6" x 9" softcover
Item No: 421 Price: \$9.95

PICTURE THIS TOO!

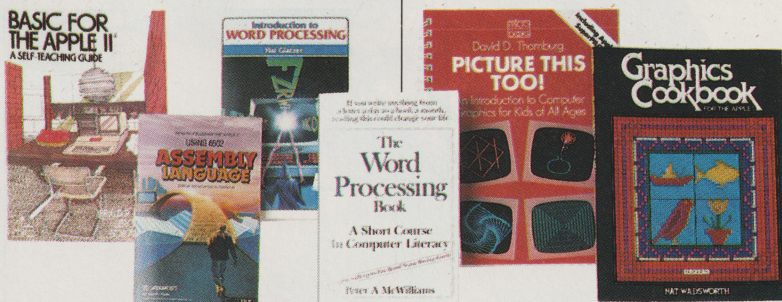
An Introduction to Computer Graphics for Kids of All Ages
 by David D. Thornburg

Using the PILOT language, the whole family can learn to draw on the Apple II or II Plus. The "turtle" becomes your pen as you draw simple geometric shapes, building up to beautiful, elaborate designs.
176 pp. 8½" x 11" spiral softcover
Item No: 422 Price: \$14.95

GRAPHICS COOKBOOK FOR THE APPLE

by Nat Wadsworth

Using Applesoft BASIC, this book explains the methods and techniques for drawing pictures with your Apple II. It includes a library of microcomputer graphics, from geometric shapes to elaborate multi-color designs—even landscapes!
71 pp. 8¼" x 10¾" softcover
Item No: 423 Price: \$9.95



BE GRAPHIC!

And creatively so, with these programs where you become the artist, graph plotter and designer!



THE ARCADE MACHINE

Make your own video arcade games! No prior programming knowledge is needed in order to create original, copy-protected disks containing arcade games of your own design.

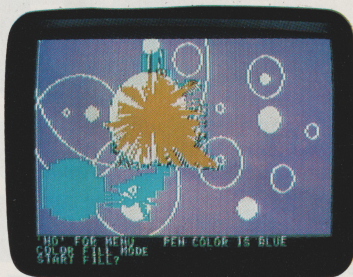
With five sample games, as examples of what the Arcade Machine can do, you have the ability to create games with dramatic sound, color, and visual effects. You can design these games for either one or two players by starting from scratch or by modifying the five sample games given. And at the end you create a colorful title page with your name in large letters.

For ages 8-Adult

Memory required: 48(K) Disk

Item No: 172

Price: \$59.95



RAINBOW GRAPHICS

No programming knowledge or use of the computer keyboard is required to operate this user-friendly graphics package.

Using only a joystick with two pushbuttons, you are able to create quality pictures in a general free-hand artistic style and also design modular-style drawings. Spectacular graphics, with multiple hues and textures may be created in the "Color Burst" mode.

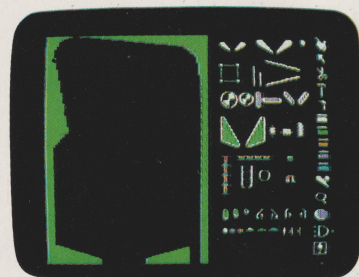
For ages 12-Adult

Memory required: 48(K) Disk &

Joystick with 2 pushbuttons

Item No: 173

Price: \$29.95



PINBALL CONSTRUCTION SET

Here's an amazingly simple and fun program that lets you construct fully operational video pinball games using only a joystick!

On your screen appears a video hand and a wide assortment of conventional and not-so-conventional pinball pieces. Your job is to move the hand to pick up whatever piece you wish, and to then place it on the screen. Once placed, it becomes functional! That's all it takes. Additionally, you can control such factors as the speed of the game, the kicking strength of your bumpers, and even the gravity! Finished games can be saved and played countless number of times.

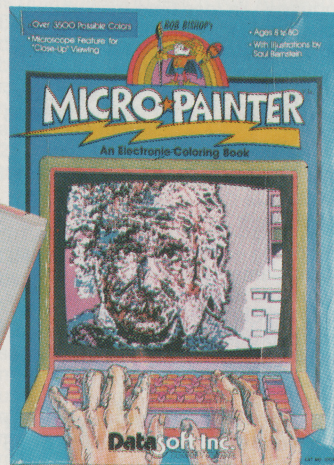
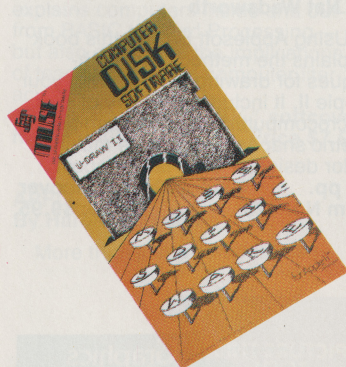
For ages 12-Adult

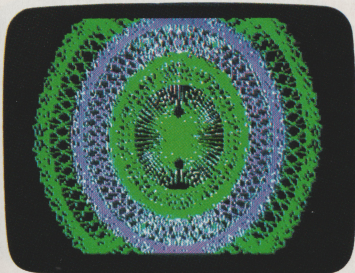
Memory required: 48(K) Disk &

Joystick

Item No: 174

Price: \$39.95





U-DRAW II

Create everything from architectural drawings and interior designs to computer art and animation!

With U-Draw II, you have all you need to create clear, professional-looking graphics and the ability to permanently save and store your finished drawings. The program includes a powerful shape-table editor that lets you quickly create and edit even the most complex graphs and tables.

For ages 14-Adult

Memory required: 32(K) Disk
Item No: 175 Price: \$39.95



MICRO PAINTER

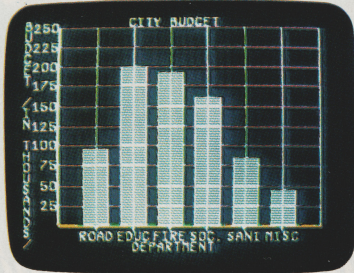
Bob Bishop's MICRO PAINTER lets you make your computer screen a canvas for creativity. It features a controlled easel for easy selection pattern, a draw mode, a diamond fill, an "undo" command and microscope zoom features. It can also generate bar charts, graphs and other visual aids.

MICRO PAINTER includes four patterns, sixteen colors and eight luminosities. The attractive package includes a coloring book, crayons and magnifying glass just for fun. Here's a program the whole family can enjoy—and use.

For ages 8-Adult

Memory required: 48(K) Disk.
Joystick recommended but not essential
Item No: 176

Price: \$34.95



DATA-PLOT GRAPH PROGRAM

Data-Plot from Muse Software is a program that allows you to display numeric data in a variety of graphic forms. It can produce a bar chart, line graph, scatter diagram or pie chart of your data. Graphs and charts can be displayed on the screen or printed on your printer.

All charts and graphs you create can be saved on the Data-Plot disk for future reference. Here's a useful program for school math homework, small business planning and home budgeting.

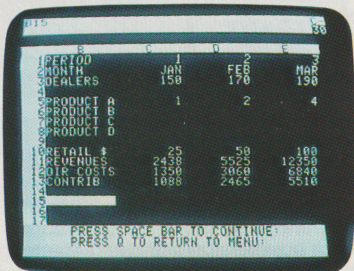
For ages 12-Adult

Memory required: 48(K) Disk
Item No: 177 Price: \$59.95



PRACTICAL AND USEFUL

Here are programs useful in running a home business, managing your family finances, keeping your files and in general making your life more organized and therefore easier.



VISICALC™

SPECIAL BONUS!

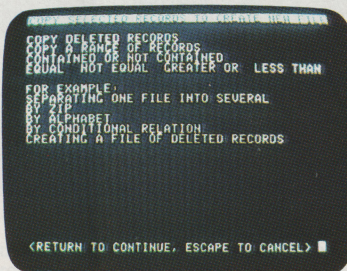
CDEX™—A VISICALC™ Instruction Disk
A \$60.00 Value
YOURS FREE!

Here is the famous electronic worksheet that replaces paper, pencils and calculator to help you solve number problems. VISICALC™ turns your computer screen into a vertically and horizontally arranged chart ready for your numerical information. And whenever one item in your calculations changes, the program automatically adjusts the rest of your numbers. It can become a budget outline, an expense record, a balance sheet, a general ledger or a forecasting instrument. "... the most successful piece of software so far for the home computer."—AD AGE.

IN ADDITION—You'll receive a Cdex™ training program for VISICALC™—a self-contained training program which requires no manual, makes extensive use of graphics, and can be used after training as a reference guide.

Order now, while supplies last.

For Adults
Memory Required: 48(K)
Item No: 178 **Price: \$250.00**



VISIFILE™

SPECIAL BONUS!

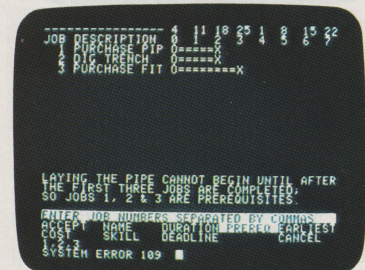
VISIPILOT™—the Automatic Charting and Graphing Disk
A \$200.00 Value
YOURS FREE!

The VISIFILE™ Program is a comprehensive electronic filing system that makes it easier to organize, maintain and retrieve all the information you need. Instantly and accurately it can do anything you choose with the information you file. It can store, search, sort, retrieve, display, calculate and print reports, lists and even maintain and process mailing lists.

PLUS—VISIPILOT™, the visual display program that automatically converts numbers and data into charts and graphs. Complete with plotting symbols and legends, and six-color capability.

Order now, while supplies last.

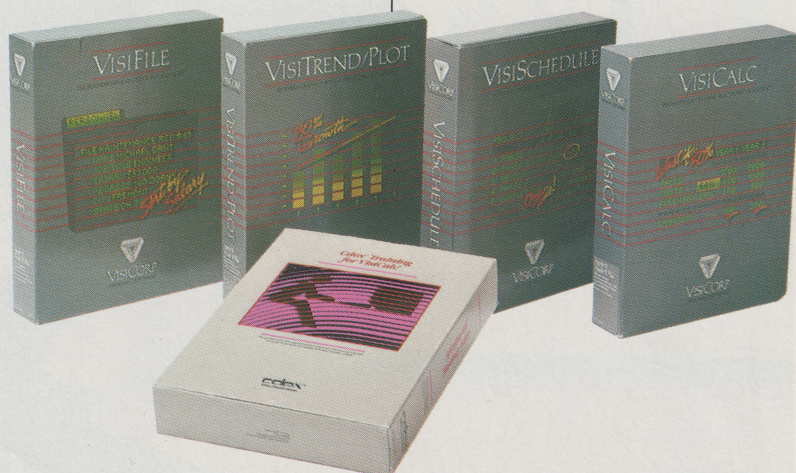
For Adults
Memory Required: 48(K) Disk
Item No: 179 **Price: \$250.00**



VISISCHEDULE™

Here's an outstanding new project planner that gives you the overview and the details necessary to control projects, meet deadlines, level resources and beat targeted costs. It instantly shows costs and allocates all the variables such as starting dates, holidays, deadlines and so on for each project. It can also produce complete summaries, time charts, calendarized reports and a variety of other reports. The data from VISISCHEDULE™ can be transferred for use with other VISICORP™ programs.

For Adults
Memory Required: 48(K) Disk
Item No: 180 **Price: \$300.00**



*** THE TAX ADVANTAGE ***

V. 1.0
MAIN MENU

S - START RETURN
P - PRINT FORMS
F - FORMAT DATA DISK
Q - QUIT WORK
ENTER SELECTION? █

THE TAX ADVANTAGE

Another easy-to-use program from Continental, THE TAX ADVANTAGE can make income tax time a much more pleasant time of year for you. It employs a simple system of menu-driven prompts to help you fill out your tax forms in a step-by-step fashion. Complex operations like income averaging can be performed with just a few commands. It also automatically computes your taxes with each entry, which allows you to see how each entry affects your overall tax picture. And used along with a printer, this program can reproduce a line-by-line printout of all information entered in your tax form.

For Adults
Memory Required: 48(K) Disk
Item No: 183 Price: \$59.95

RETURN
NUMBER OF DRIVES=2 (\$6/D2 \$6/D1)
NUMBER OF DATA DRIVES=2-FLOPPY
PROGRAM DISK IS ON \$6/D1
BLANK FORMS DISK IS ON \$6/D1.0253
PRINTER SETUP
SET DATE/TIME
SET KEYBOARD/DISPLAY OPTIONS
TEXT FILE RECORD DELIMITER IS /
USE <->,<->,<RETURN> █

GENERAL MANAGER II

A Professional Data Base Management System

Too many pieces of paper... that's probably one of the reasons you bought a computer. Now you're ready for a computerized filing system that's easy to use, adaptable and powerful. Everything from a business with complicated records to family finances and budgets to your Christmas card list and kitchen recipes can be simply and easily organized. Then YOU, not some remote programmer, design the way you want that system to work.

The General Manager has a real hierarchical structure that allows up to 16 screens per data base. It can search files using "and/or" combinations and prints screen exactly as they appear with a single key stroke. It also creates standard DOS text files that can be changed to text with a word processor. An easy-to-follow manual is included with a handsome ring binder.

For Adults
Memory Required: 48(K)
3 Disks. Uses 1 to 4 disk
drives. Ile Compatible
Item No: 181 Price: \$229.95

HOME ACCOUNTANT ##
U.S.A.
1 TRANSACTIONS
2 CHECKS
3 PRINTED REPORTS
4 PRINT CHECKS/ACTIVITY REPORT
5 BUDGET
6 EXTEND DATA DISK
7 START NEW YEAR
8 HARDWARE/START NEW SYSTEM
9 EXIT
ENTER SELECTION (1-9) █

THE HOME ACCOUNTANT

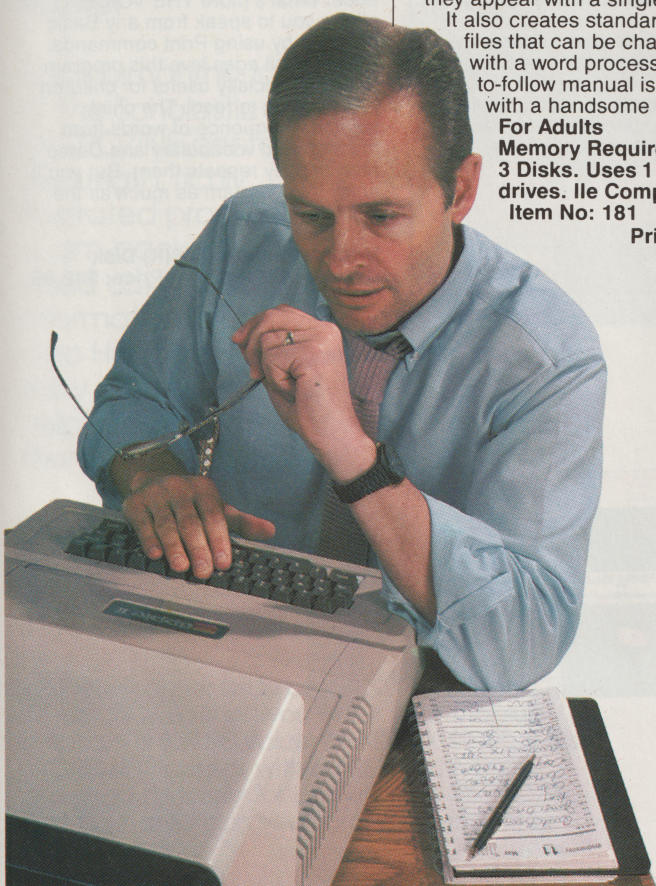
This bestselling program from Continental Software is perfectly made to easily handle all your personal or small business finances. It does not assume that you are an expert in computer technology.

It can: maintain up to 100 budget categories; keep track of five checkbooks; allow 2,000 transactions per month for one fiscal or calendar year; flag transactions for tax purposes; reconcile bank statements quickly and easily; print checks, personal balance statements, income and expense summaries and more. You will also find that it can provide Hi-Res graphics for any category by bar graph, line graph or trend analysis.

For Adults
Memory Required: 48(K) Apple II,
Printer (132 columns recom-
mended) 1 or 2 disk drives
Item No: 182 Price: \$74.95

"THE HOME ACCOUNTANT does just about everything you'd ask of a personal finance package."
POPULAR COMPUTING.

"...considering how much it can do, it's easy to use."—SOFTTALK



THE TOOLBOX

See how far you can expand your own skills and capacities, and those of your computer, with the help of these excellent instructional programs and software "tools."



KNOW YOUR APPLE

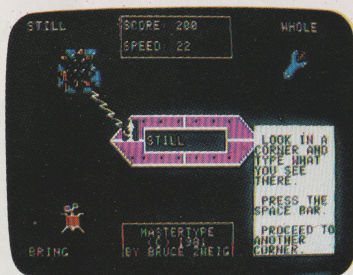
Here's the perfect program to introduce someone to the computer—be they a child, neighbor or friend. Anyone, no matter how inexperienced, can sit down and enjoy your computer and gain instant knowledge by using this disk.

Friendly language and colorful animated graphics give the full story on the Apple—from how it works and all of its parts to all the things it can do! KNOW YOUR APPLE makes a perfect gift as it comes in a unique box that is a miniature Apple keyboard.

For all ages

Memory required: 48(K) Disk

Item No: 184 Price: \$34.95



MASTERTYPE

MASTERTYPE combines the exciting action of a Space Invasion game with a carefully conceived series of 17 keyboard drills designed to thoroughly instruct you in typing skills!

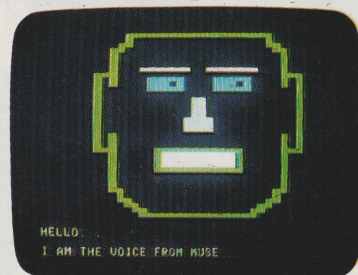
Four words to be typed appear in each corner of the screen and begin to move towards a spaceship. If you can type the words correctly before they reach the spaceship, a laser beam destroys them. Otherwise,

they will collide with and seriously injure your spaceship. Different typing levels are available to choose from. "An excellent instructional typing game... we highly recommend it." —INFOWORLD.

For ages 12-Adult

Memory required: 48(K) Disk

Item No. 185 Price: \$39.95



THE VOICE

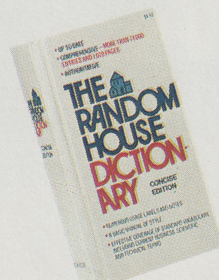
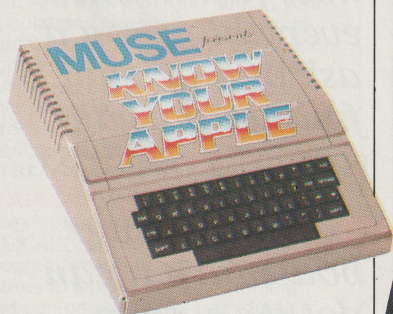
THE VOICE gives your Apple the power of speech! You can use the standard voice vocabulary to create an endless combination of phrases, or you can easily record your own vocabulary and make the computer say anything you like. Each data disk stores up to 80 words or phrases that can be sorted for quick reference. What's more THE VOICE allows you to speak from any Basic program by using Print commands.

Kids of all ages love this program but it's especially useful for children just learning to read. The child selects a sequence of words from the standard vocabulary and Demo Man happily repeats them. But you'll enjoy this program as much as the kids!

For all ages

Memory required: 48(K) Disk

Item No: 186 Price: \$39.95



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The Scholastic MICROZINE...more than a magazine, more than software—it combines the best of both, with fresh—each-issue content, plus the interactive power of a computer—**24 programs in all—a whole year's worth of innovative computing fun, delivered to your home!**

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POSTER: create state-of-the-arts graphics with an imaginary "paintbrush!"

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THE COMPUTER ADVISOR: from handling allowances to choosing a bicycle, this is an automatic "reasoner" for real-life problem-solving.

TOOLCHEST: learn about the computer's utility capacities with this creative series.

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To receive your special PREMIER ISSUE for just \$10.95, simply order "MICROZINE-Premier Issue" on the catalog order form.

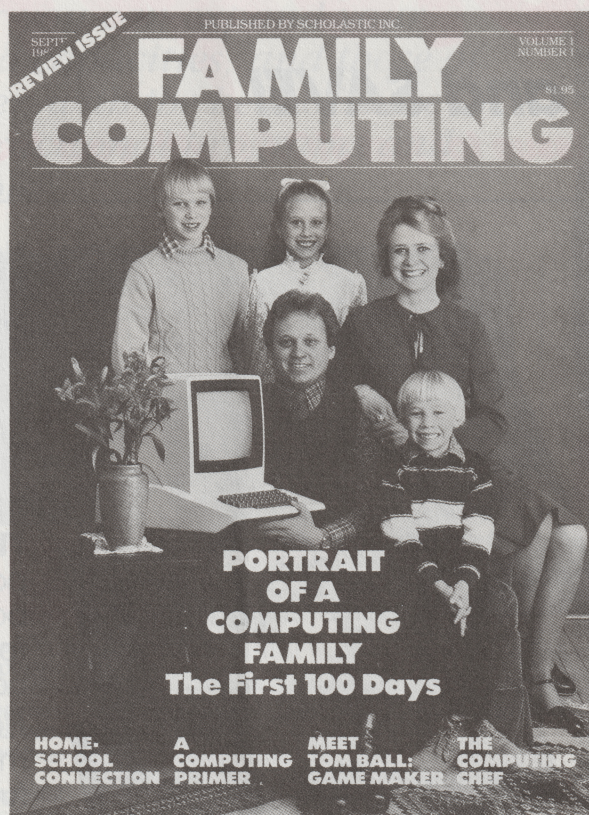
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Item No: 195**

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from
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Item No: 196

Price: FREE



Memory required: 48(K) and at least one disk drive and printer
Item No: 187 Price: \$129.95



For Adults
Memory required: 48(K) 4 Disks
and 1 or 2 disk drives
Item No: 188 Price: \$125.00



Memory required: 48(K) Disk
Item No: 189 Price: \$59.95



Introducing **THE BANK STREET WRITER**

(It's so simple that even adults use it!)

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Furthermore, "When the program was tested on children the results were dramatic . . . Children who once struggled to write two-page stories are churning out five pages or more."

Your child's writing skills will soar with THE BANK STREET WRITER, and maybe yours will also. As TIME MAGAZINE further noted, "Judging from recent sales . . . a good proportion of BANK STREET WRITER

users are adults. Designing a program for children, the Bank Street team inadvertently responded to a challenge the entire software industry faces: making computers accessible to people who do not understand machines and do not want to read manuals."

For children ages 4-Adult
Memory required: 48(K)
Item No: 190 **Price: \$69.50**

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